

FIG. 1

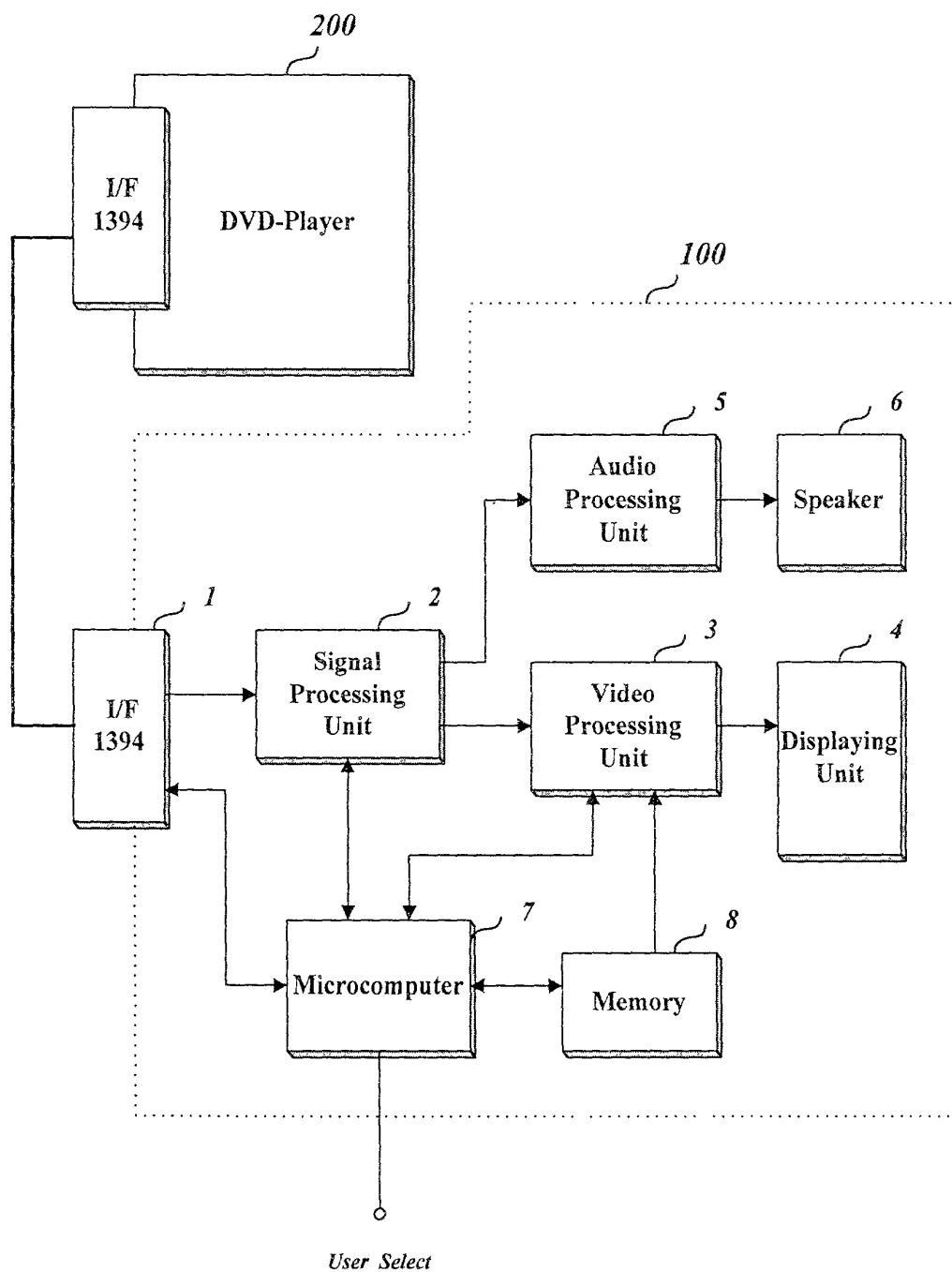
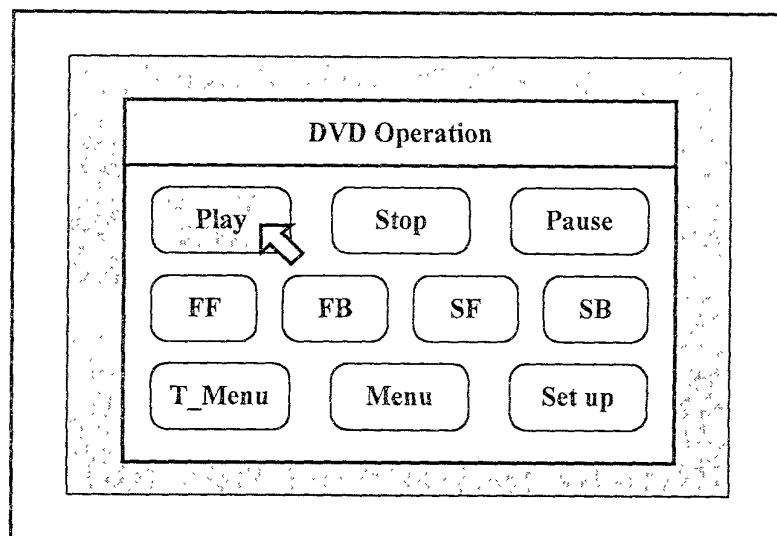


FIG. 2A

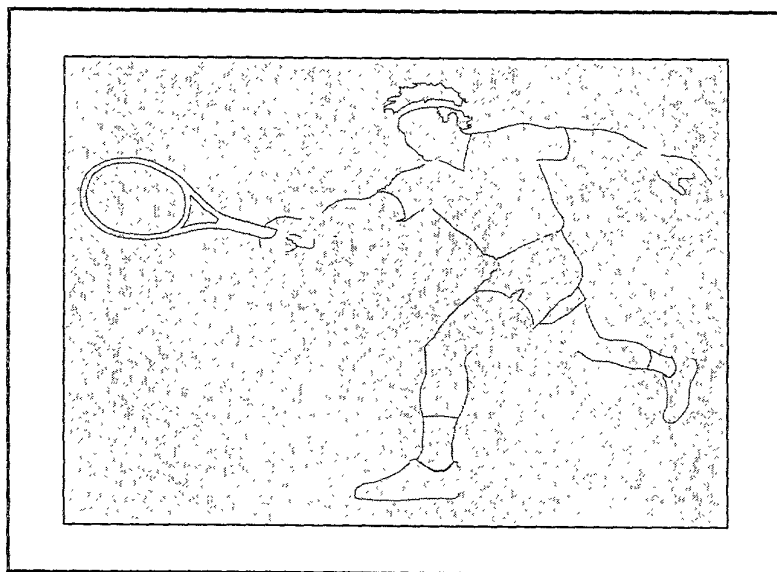
Step 1



Menu screen constructed from menu data stored in a digital TV memory

FIG. 2B

Step 2



Moving pictures transmitted from a DVD player

FIG. 3

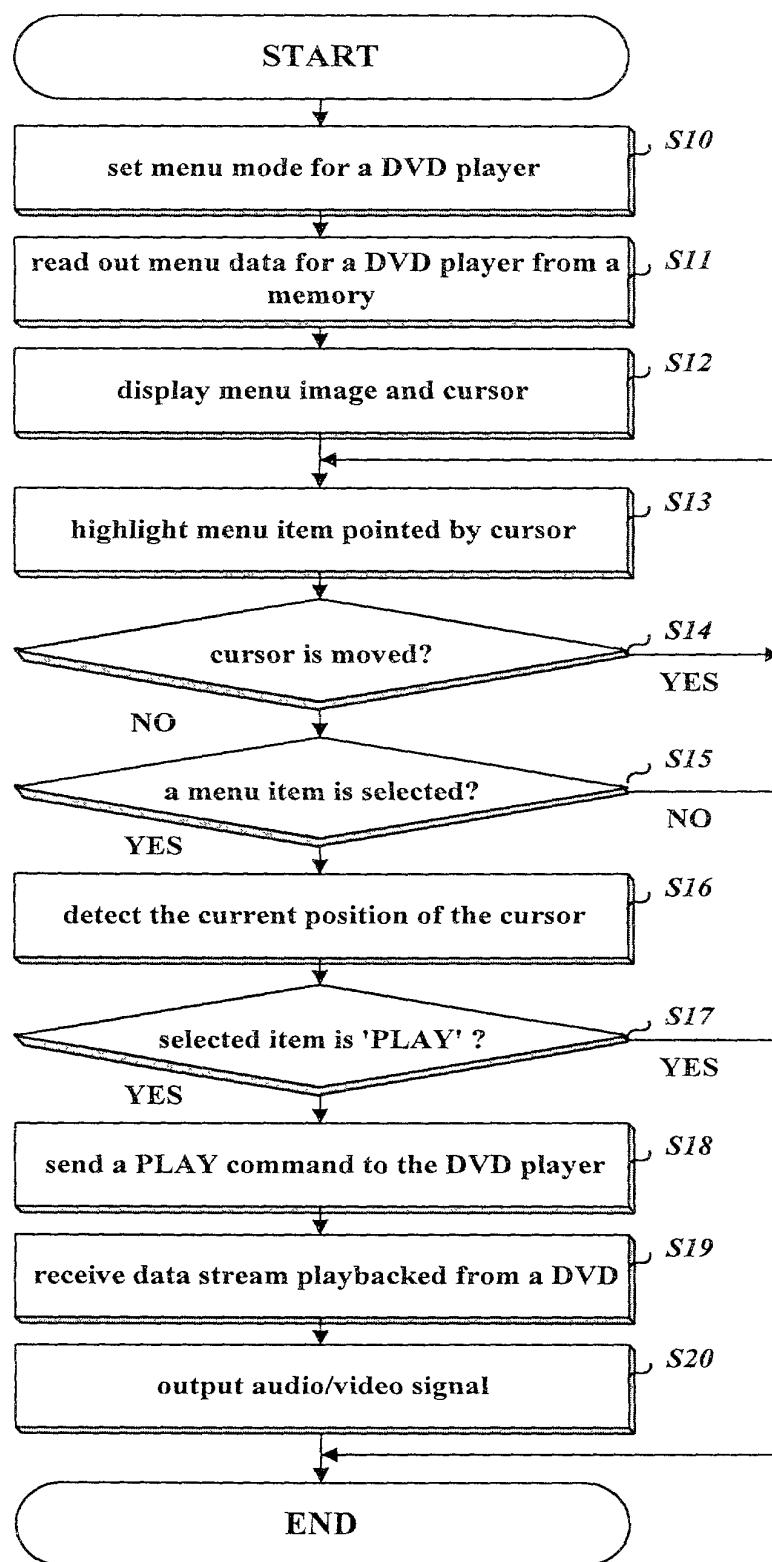
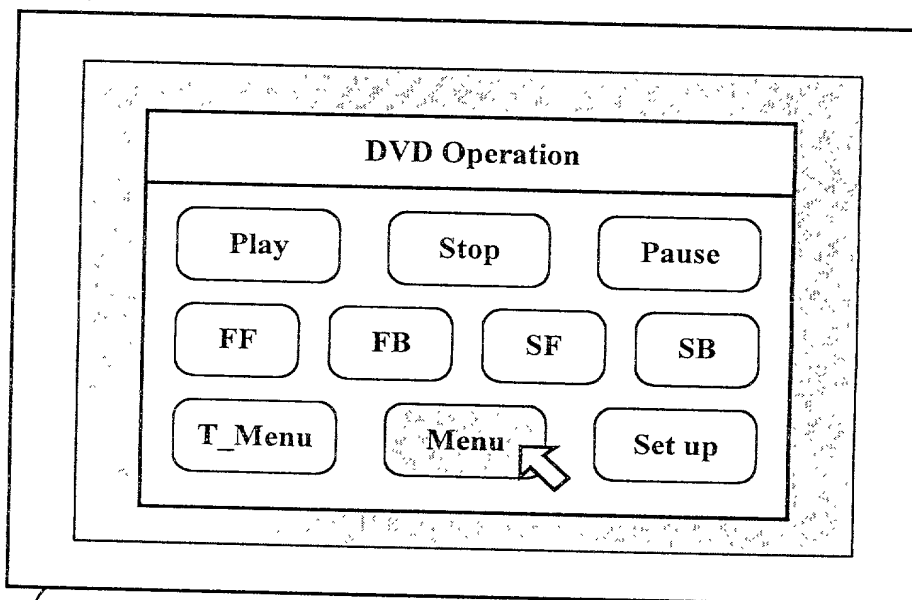


FIG. 4

| Opcode | Play (0 x C3) |
|---------------|------------------------------|
| operand [0] | result |
| operand [1] | subfunction_1 |
| operand [2] | reserved |
| operand [3] | source_plug or plug_group_id |
| operand [4] | |
| operand [5] | title number |
| operand [6] | chapter number or time |

FIG. 5A

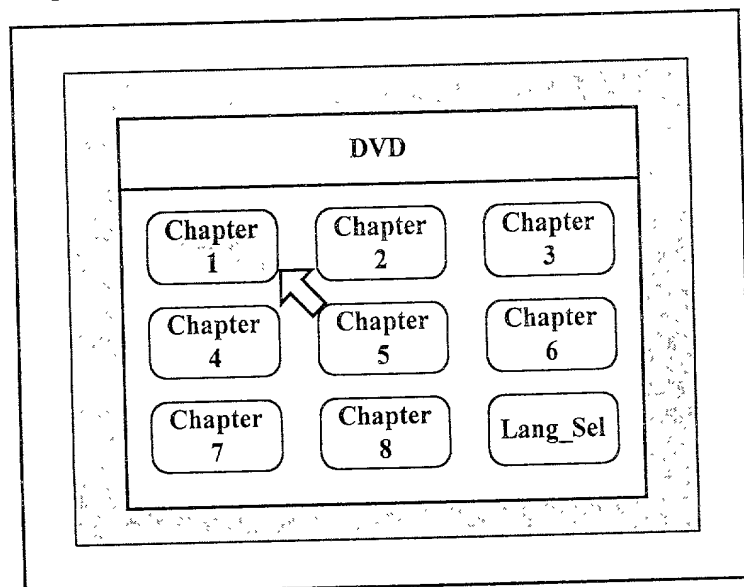
Step 1



Menu screen constructed from menu data stored in a digital TV memory

FIG. 5B

Step 2



Menu screen constructed from the menu image data received from a DVD player

FIG. 5C

Step 3



Moving pictures transmitted from a DVD player

FIG. 6

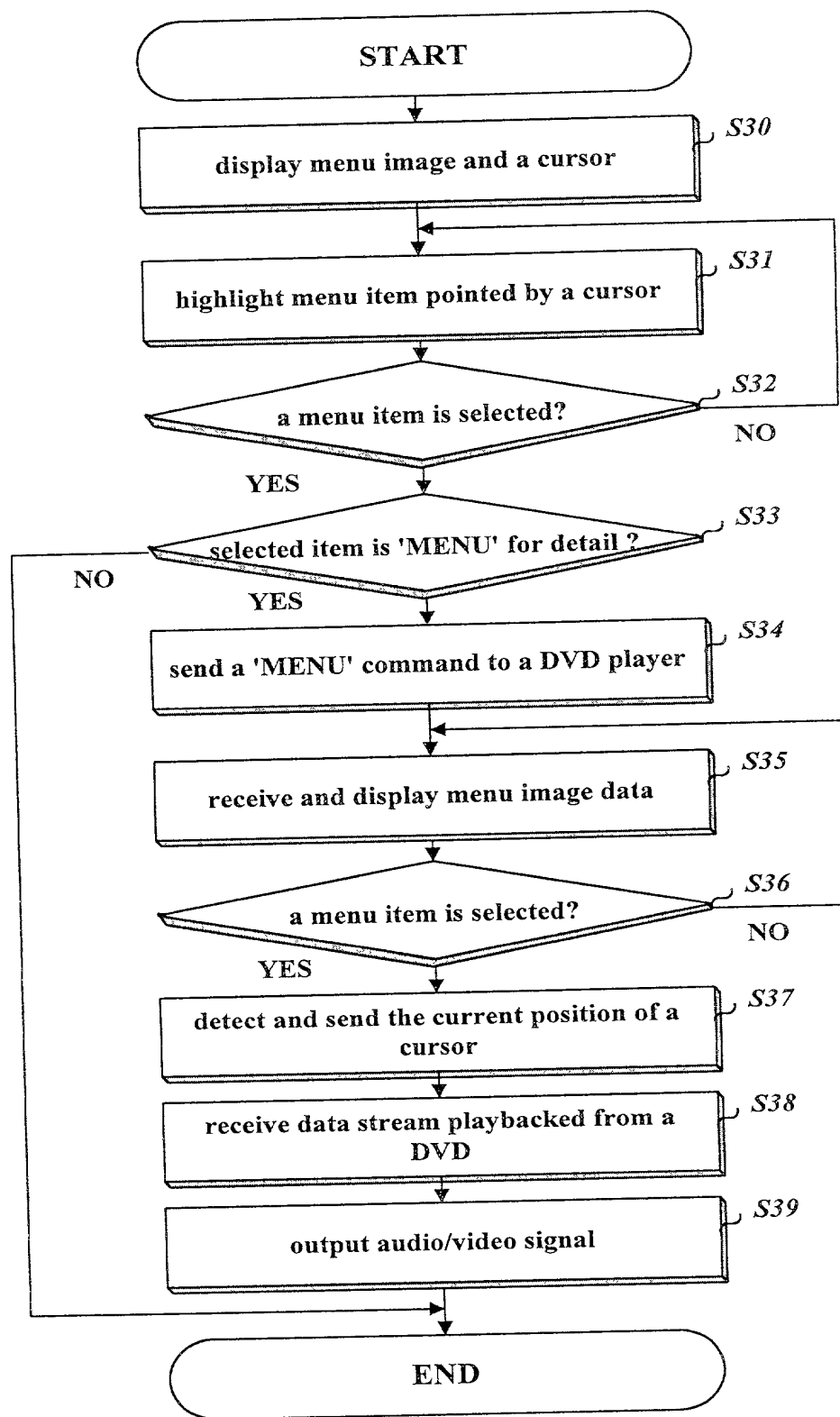


FIG. 7

| Opcode | Menu_Call (0 x 61) |
|---------------|----------------------|
| operand [0] | Menu_ID |

| Menu_ID | Meaning |
|------------------------|--------------------------|
| Title (0 x 01) | to call Title Menu |
| Root (0 x 02) | to call Root Menu |
| Audio (0 x 03) | to call Audio Menu |
| Sub-picture (0 x 04) | to call Sub-picture Menu |
| Angle (0 x 05) | to call Angle Menu |
| Chapter (0 x 06) | to call Chapter Menu |

FIG. 8

